

# CHAMPIONSHIP *SPRINT*<sup>TM</sup>

*Player's Guide*  
for  
Commodore 64/128  
Sinclair ZX Spectrum  
Amstrad CPC



ELECTRIC DREAMS  
SOFTWARE

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## THE TOP FORMULA 1 RACE GAME COMES TO YOUR COMPUTER

First, there was *Super Sprint*, the original Atari Games arcade smash brought to your computer by Electric Dreams.

And now, another hot winner from the same team – it's probably the ultimate grand prix simulation – based upon Atari's *Championship Sprint* arcade race game.

Eight fast and difficult *Championship*-standard tracks to choose from, complete with collectables, and the usual *Sprint* obstacles for one or more players.

Slide around those bends, tear across those bridges, leap over those death-defying ramps... but... watch out for that oil slick! Wow! What an explosion! Don't worry, your team chopper will soon have another car on the track! And you're off again...

Even once you've mastered the official tracks, you can alter the difficulty of each race, by tweaking the laps, the speed of the computer drone car, by having as many obstacles as you want, and for that extra thrill, you can actually *design and construct your own Championship Sprint Course!*

Play just for fun, or for a serious test of *Championship* driving skills. Race against an expert computer team, or against friends. Sprint around the official tracks, or upon your own. It's up to you. A truly legendary game that puts you in the driving seat of a hot Formula 1 machine, and lets you build some hair-raising tracks to race upon!

So, don't waste any more time in the pits – you've got a race to win – in fact, you've got thousands of races to win! Is there no end to the possibilities of *Championship Sprint*?

## **LOADING CHAMPIONSHIP SPRINT**

1. Set up your Computer System as detailed in the instruction booklets that accompany your computer, and connect to your TV or monitor. Ensure that any cartridges or peripherals (such as disk drives, cassette players, printers etc) are disconnected from your computer. Failure to do so may cause loading difficulties. (If your computer has a built-in disk or cassette drive you will not be able to disconnect the built-in item, but ensure that any other peripherals are disconnected).
2. If you are using a **Commodore 64 or Commodore 128** with the **CASSETTE CHAMPIONSHIP SPRINT**...
  - a) Connect your datacassette to your Commodore 64 or 128, and switch your TV/monitor and computer ON. (C128 owners should now select 64 mode by typing GO64 and pressing RETURN, then Y and pressing RETURN).
  - b) Insert the CHAMPIONSHIP SPRINT cassette into the datacassette recorder, ensuring that it is fully rewound.
  - c) Hold down the SHIFT and RUN/STOP keys on the computer together. Then press the PLAY key on the datacassette recorder.
  - d) Refer to section A of this Player's Guide – **USING CHAMPIONSHIP SPRINT ON THE COMMODORE 64**
3. If you are using a **Commodore 64 or Commodore 128** with the **DISKETTE CHAMPIONSHIP SPRINT**...
  - a) Connect your disk drive to your Commodore 64 or 128. Switch your TV/monitor, computer and disk drive ON. (C128 owners should now select 64 mode by typing GO64 and pressing RETURN, then Y and pressing RETURN).
  - b) Insert the CHAMPIONSHIP SPRINT diskette into the disk drive, label side up. Now type LOAD "\*",8,1 and press RETURN.

- c) Refer to Section A of this Player's Guide – *USING CHAMPIONSHIP SPRINT ON THE COMMODORE 64*
4. If you are using an **Amstrad CPC464, 664 or 6128** with the **CASSETTE** CHAMPIONSHIP SPRINT...
- a) Switch your TV/monitor and computer ON.
  - b) **If your computer has a built-in disk drive** you should now connect a compatible cassette player to your computer, and then type |tape and press RETURN. This sets your computer ready to load from cassette.
  - c) Insert the CHAMPIONSHIP SPRINT cassette into the cassette player, (NOTE: If you wish to RACE around the tracks, you should ensure that the cassette label marked *CHAMPIONSHIP SPRINT RACING* faces upwards, or, if you wish to DESIGN or EDIT tracks you should have the cassette label marked *CHAMPIONSHIP SPRINT COURSE CONSTRUCTION* facing upwards at this stage). Ensure it is fully rewound.
  - d) Press the CTRL and the small ENTER key together, then press the PLAY key down on the cassette player.
  - e) Refer to Section B of this Player's Guide – *USING CHAMPIONSHIP SPRINT ON THE AMSTRAD CPC*
5. If you are using an **Amstrad CPC464, 664 or 6128** with the **DISKETTE** CHAMPIONSHIP SPRINT...
- a) Switch your TV/monitor and computer ON.
  - b) **If your computer has a built-in cassette player** you should switch your computer OFF and connect a compatible disk drive to your computer. Now switch the disk drive and the computer ON and type |disc and press RETURN. This sets your computer ready to load from diskette.
  - c) Insert the CHAMPIONSHIP SPRINT diskette into the disk drive, label side up.
  - d) Type RUN "DISC then press the ENTER key
  - e) Refer to Section B of this Player's Guide – *USING CHAMPIONSHIP SPRINT ON THE AMSTRAD CPC*

6. If you are using a *Sinclair ZX Spectrum*, *Spectrum +*, *Spectrum 128*, *Spectrum +2* or *Spectrum +3* with the **CASSETTE CHAMPIONSHIP SPRINT...**
- a) Connect your cassette player to your Spectrum computer in the usual manner. (If your computer features a built-in cassette player this is already done).
  - b) If you wish to use a joystick, insert the necessary interfaces now.
  - c) Switch your TV/monitor, cassette player and computer ON. (If your computer now shows a menu screen, you may select either 48K or 128K BASIC)
  - d) Insert the CHAMPIONSHIP SPRINT cassette into the cassette player. (NOTE: If you wish to RACE around the tracks, you should ensure that the cassette label marked *CHAMPIONSHIP SPRINT RACING* faces upwards, or, if you wish to DESIGN or EDIT tracks you should have the cassette label marked *CHAMPIONSHIP SPRINT COURSE CONSTRUCTION* facing upwards at this stage). Ensure it is fully rewound.
  - e) Type LOAD "" then press the ENTER key. Now press the PLAY key on the cassette player.
  - f) Refer to Section C of this Player's Guide – *USING CHAMPIONSHIP SPRINT ON THE SINCLAIR SPECTRUM*

## **LOADING DIFFICULTIES...**

We are always seeking to improve the quality of our product range, and have developed high standards of quality control to bring you this product. If you experience any difficulties whilst loading, it is unlikely to be a fault with the product itself. We therefore suggest that you switch your computer off and repeat the loading instructions *carefully*, checking that you are using the correct set of instructions for your computer and software. If you still have problems, consult the User handbook that



accompanied your computer or consult you software dealer for advice. In the case of continued difficulty, and if you have checked all of your hardware for possible faults, may we suggest that you contact our Customers Advice Department **in writing** for assistance:

Electric Dreams Customer Advice  
(CHAMPIONSHIP SPRINT)

Units 3 and 4

Lloyds Close

Finedon Road Industrial Estate

Wellingborough

Northampton NN8 4SR

Your letter should **clearly state** the following:

- your name and address
- a daytime telephone number (if available)
- the name of the product you are having difficulty with
- whether it is on cassette or diskette
- the computer system you are using and any peripherals, joysticks etc you use with the software in question
- where and when you bought the product
- a detailed description of the difficulty you are having

***Please, do not send the product to us unless we specifically request it for testing.***

## **CHAMPIONSHIP SPRINT SECTION A**

### **USING CHAMPIONSHIP SPRINT ON THE COMMODORE 64**

#### **CONTROL NOTES...**

The Commodore 64 version of CHAMPIONSHIP SPRINT may be played by up to three players, with the joystick for PLAYER 1 inserted into PORT 1, the joystick for PLAYER 2 inserted into PORT 2, and PLAYER 3 using keyboard keys for car control. (See *QUICK REFERENCE GUIDE* for key usage). Any C64 compatible joystick may be used.

#### **GETTING STARTED**

Once the game has loaded, you'll see a screen displaying a track with a bar across the top. A small box, known as the CURSOR, glows just below the bar, and a steering WHEEL glows within the CURSOR. Moving the PLAYER 1 joystick in any direction moves the CURSOR in the same direction as the joystick *providing* that the WHEEL is glowing within the CURSOR.

Use only the PLAYER 1 joystick for all track construction and pull-down menu selections.

The blue bar at the top of the screen is the key to the gameplay options – each word on the bar ('EXTRAS', 'ABILITY', 'OPTION') has a menu 'hidden' behind it listing options – these are called 'Pull Down Menus'. You will need to use them to make your gameplay selections – full details on how to use 'Pull Down Menus' and the other features of CHAMPIONSHIP SPRINT are described below.

## **RACING THE 8 TRACKS**

Before you can RACE the 8 TRACKS, you must first decide how many players will compete and then which route the cars must race to qualify. Additionally you may alter a host of gameplay options which will increase or reduce the difficulty of the track. Refer to the sections below, including *VIEW TRACKS*, *PLAYERS*, *SETDRONE*, *PLAYGAME* and *PULL-DOWN MENUS*.

### **PULL-DOWN MENUS – AVAILABLE GAMEPLAY OPTIONS**

The following options are available on pull-down menus, 'hidden' behind three main categories at the top of the screen (see *Using Pull-Down Menus* below). The categories are 'EXTRAS', 'ABILITY' and 'OPTION' and associated options are:

<b>Extras</b>	– SPANNERS OIL WATER GRAVEL WHIRLWIND	<b>Ability</b>	– DRONESPEED LAPS TRACK SKID FACTOR
<b>Option</b>	– PRINT CODE ENTER CODE PLAYERS SETDRONE PLAYGAME		

### **USING PULL-DOWN MENUS**

1. Ensure that the *CURSOR* features the glowing *WHEEL* (if it does not, press the *FIRE* button)
2. Move the *CURSOR* just beneath the word on the bar you require ('EXTRAS', 'ABILITY' or 'OPTION'), and then move the *CURSOR* up until it vanishes, leaving only the lower half of the *WHEEL* showing.
3. Keep pushing the joystick up, and at the same time press the *FIRE* button.



4. The top line should now have turned black. Move the joystick down, and a menu listing options will appear.
5. Move the joystick down again until a small coloured bar appears, highlighting the menu options. Move the joystick up or down until the joystick highlights the option you require.
6. Press FIRE.

On game options, a number will appear (TRACK, for example, will show the number of the currently displayed track). If you press fire again, this number will alter. Keep pressing FIRE until the required number is shown.

On other options, pressing FIRE will activate that option (PLAYGAME for example, will commence gameplay).

Once you have completed altering the gameplay options, you may exit the pull-down menu by pushing the joystick as far up as it will go, and then pressing the FIRE button. The CURSOR will appear once more.

### **VIEW TRACKS/SELECTING A TRACK**

Select 'TRACK' listed upon the 'ABILITY' pull down menu. Choose a number between 0 and 7 by pressing FIRE. CHAMPIONSHIP SPRINT can hold eight tracks in memory at once. When you first load the game, eight default CHAMPIONSHIP tracks are selected as TRACK 0 through to TRACK 7. To view the tracks, keep pressing FIRE. To select a track, display the track you require on screen, and exit from the pull-down menu.

### **CONSTRUCTING YOUR OWN TRACK/MODIFYING A TRACK**

1. Place the CURSOR at the position you wish to start designing/modifying the track on screen, by moving the joystick.
2. Once the CURSOR is positioned, press the FIRE button; the WHEEL within the CURSOR will disappear and the CURSOR is locked in place.

3. Moving the joystick LEFT or RIGHT now will cause a track TILE to appear on screen where the CURSOR is positioned . Select the TILE you wish to use, then press FIRE again. The WHEEL should appear, allowing you to move the cursor to another part of the screen.
4. Repeat from 2 above until the track is to your satisfaction.
5. To store this TILE combination for future usage, you should NOTE the TRACK CONSTRUCTION CODE (see *PRINT CODE* and *ENTER CODE* below).

It should be noted that tracks need to be playable, as they are validated prior to a race, and so any blockage of the track, or any open edges (say, onto grass) will not be valid. Note also that BRIDGE tiles are two way (ie, cars are supposed to go over as well as under), and that RAMPS must be paired.

## **– EXTRAS –**

### **'SPANNERS'**

Listed on the 'EXTRAS' pull-down menu. You may select a number between 0 and 4 by pressing FIRE. SPANNERS will be randomly put upon each TRACK as you RACE – players must try to collect them by driving over them. The number you select with this option is the number you are required to collect in a RACE around any TRACK in order that you qualify for bonus 'extras' for your car.

### **'OIL'/'WATER'/'GRAVEL'**

Listed on the 'EXTRAS' pull-down menu. For each you may choose a number between 0 and 4 by pressing FIRE – this is the number of those items that will randomly appear in any one RACE around any TRACK. For example, if you set OIL to 3 then in any one race a total of 3 OIL slicks will be randomly placed around the TRACKS as obstacles.

## ***'WHIRLWIND'***

Listed on the 'EXTRAS' pull down menu. By pressing FIRE you may select a number – either 0 or 1 – and this determines whether or not a WHIRLWIND will appear randomly throughout any RACE on any TRACK. Select 0 for no WHIRLWIND.

## ***ABILITY –***

### ***DRONESPEED***

Listed upon the 'ABILITY' pull down menu. You may select a number between 0 and 9 by pressing FIRE. This is the speed at which the DRONE (computer controlled) cars will race around the tracks. The higher the number, the faster it will complete the track. Remember, DRONE cars don't make mistakes. They can only be beaten by pure skill... or you setting this option to a really low number!

### ***LAPS***

Listed upon the 'ABILITY' pull down menu. You may choose a setting between 1 and 9 by pressing FIRE. This is the number of LAPS that competing cars in the race upon the currently selected track must complete. The first car to complete this number of LAPS is the winner of the race.

### ***TRACK***

Listed upon the 'ABILITY' pull-down menu. Refer to **VIEW TRACKS** for details of usage.

### ***SKID FACTOR***

Listed upon the 'ABILITY' pull-down menu. You may choose a number between 0 and 9. The higher this number, the more cars will SKID when driving over obstacles such as OIL. Setting at 0 will make the cars ignore the obstacles.

## **– OPTION –**

### **PRINT CODE**

Listed upon the 'OPTIONS' pull-down menu. Prints upon the screen the TRACK CONSTRUCTION CODE for the currently displayed track. All TRACKS are comprised of TILES, and a unique 20-character CODE is allocated to every possible TILE combination. By noting the CODE for any TRACK, you may CONSTRUCT it quickly in future by simply entering this CODE using the *ENTER CODE* option (see below).

### **ENTER CODE**

Listed upon the 'OPTION' pull-down menu. A fast method to re-create TRACKS. Type in a 20 character CODE for the desired TRACK (any number from 0-9 and any character from A-Z may be used). The CODE for existing TRACKS may be viewed by selecting *PRINT CODE* (see above).

### **PLAYERS**

Listed upon the 'OPTION' pull-down menu. You may select a number from 1 to 3. This is the number of human players that will race in the game. (See *CONTROL NOTES* earlier within this guide for details of player control).

### **SETDRONE**

Listed upon the 'OPTION' pull-down menu. DRONE (computer-controlled) cars always take the 'correct' route around a TRACK in a RACE – this option determines that route. Before a race may be played, you must decide the route that all cars must race around the track in order to qualify for a complete LAP (most tracks feature junctions, and unless a valid direction is specified at each junction it is impossible to race). This is achieved by guiding an arrow around the track from the START GRID,

through any junctions, until it reaches the START GRID once more. The route the arrow has taken comprises the required LAP for this track, hence when players race upon the track, they must follow the same route in order to stand a chance of winning.

1. Highlight this option on the pull-down menu and press FIRE (NOTE: If a message is displayed when you first select this option, refer to *MESSAGES* (below) for guidance)
2. The arrow will appear upon the START GRID of the currently selected track. Press FIRE again and it will automatically move as far around the track as it can.
3. If/When the arrow reaches a junction where it may move in more than one direction, it will stop. At this point, you take manual control with the PLAYER 1 joystick and turn the arrow to *point in the direction* required at this junction.
4. Press the FIRE button to set the arrow in motion once again.
5. Repeat from item 3 until the arrow reaches the START GRID once again.
6. Ensure that you have used SETDRONE on all 8 tracks before you attempt to race any of them.

## PLAYGAME

Listed upon the 'OPTION' pull-down menu. Selecting this option will start the *Championship Sprint RACE*, starting from TRACK 0, using all of the currently selected gameplay options (see *RULES OF THE TRACK* for details of how to control your car in a RACE).

If the message *DRONE NOT SET ON TRACK* is displayed when you select this option, you need to use the SETDRONE option to specify a valid LAP upon the specified TRACK number (see *SETDRONE* above).

## VIEWING THE TITLE PAGE AND AVAILABLE TILES

The title page above shows all of the available TILES you may use in constructing your own TRACKS. To view them:

1. Ensure that the CURSOR features the glowing WHEEL (if it does not, press the FIRE button)
2. Move the CURSOR as far right as it will go, and then up until it vanishes, leaving only the lower half of the WHEEL.
3. Keep pressing the joystick up, and at the same time press the FIRE button.
4. The top line should now have turned black. Move the joystick down, to reveal the title page.
5. To work on your track once more, push the joystick as far up as it will go, then press the FIRE button.

## MESSAGES

Most messages that appear in CHAMPIONSHIP SPRINT are self-explanatory. The most common are listed below for your guidance, together with an accompanying explanation:

<i>Message</i>	<i>Explanation</i>
BAD TRACK MATCHING	One or more of the TILES on the TRACK is not allowed in its current position i.e. any junction which would allow the car onto grass
DRONE NOT SET ON TRACK	The option SETDRONE must be used to validate a TRACK before it can be played
MORE THAN ONE START GRID	Only one START GRID is allowed on any TRACK
NO STARTING GRID	A START GRID must be used



**RAMPS DO NOT  
MATCH**

Ramps must be paired, must be opposite each other, and separated by up to one tile

## ***RULES OF THE TRACK***

It's a race for CHAMPIONS! And what a challenge! To RACE and win eight different TRACKS, and if you CONSTRUCT your own TRACKS, you can race as many different combinations of eight TRACKS as you wish. As tricky or as trouble-free as you make them. It's really up to you!

Set up the eight TRACKS that you want to race as TRACKS 0-7, and then use *SETDRONE* and *PLAYGAME* options (refer to these earlier in this Guide).

You'll soon find yourself on the START GRID with the other competitors. Your aim is to be the first in the Winners Circle, on every TRACK, beating all of the others. To do this, you must be the first to complete the required number of laps across the START GRID (this number may be altered by you, refer to *LAPS* earlier in this Guide). The DRONE (computer) cars are the trickiest of opponents, as they never make mistakes, but they can be beaten by skilful driving.

When racing, try to collect the SPANNERS that will randomly appear – collect the required amount (see *SPANNERS*) and you can gain some valuable bonus extras for your car – these will help to give you an advantage against your competitors in the next race!

You control your car by pressing FIRE to accelerate, and by steering LEFT and RIGHT with the joystick. To slow down, simply take your finger off the FIRE button.

## QUICK REFERENCE GUIDE

### **Car Control**

Accelerate  
Turn LEFT  
Turn RIGHT

### **PLAYER 1/PLAYER 2 (JOYSTICK)**

Joystick Button (FIRE)  
Joystick LEFT  
Joystick RIGHT

### **PLAYER 3 (KEYBOARD)**

=  
,  
?

### **Game Functions**

Pause/Hold Race  
Quit Race

### **Key**

Q  
RUN/STOP

## **CHAMPIONSHIP SPRINT SECTION B**

### **USING CHAMPIONSHIP SPRINT ON THE AMSTRAD CPC**

#### **CONTROL NOTES**

The Amstrad CPC version of CHAMPIONSHIP SPRINT may be played by up to two players, on joystick or keyboard. (See *QUICK REFERENCE GUIDE* for key usage). Any CPC compatible joystick may be used.

#### **GETTING STARTED**

CHAMPIONSHIP SPRINT is split into two distinct sections – *CHAMPIONSHIP SPRINT RACING* and *CHAMPIONSHIP SPRINT COURSE CONSTRUCTION* – if you have the cassette version, you will find them on either side of the cassette. If you have the diskette version, a menu will be displayed, offering you the options of LOAD GAME (*CHAMPIONSHIP RACING* using the 8 ready made TRACKS), LOAD EDITOR (*CHAMPIONSHIP SPRINT COURSE CONSTRUCTION*) and LOAD CUSTOM TRACKS (*CHAMPIONSHIP RACING* using 8 CUSTOM TRACKS of your own from your own diskette).

Eight ready made TRACKS are provided for you to RACE on, and further sets of eight may be created by you using the *CONSTRUCTION* program, which is a TRACK EDITOR.

Create/Edit TRACKS using the *CONSTRUCTION* program, save them to your own cassette (or diskette if you have the diskette version), and then load the *RACING* program, to play either the ready made TRACKS or your own pre-saved TRACKS!

TRACKS are EDITED or RACED 8 at a time, they are also saved to your own data cassette (or diskette if you have a diskette version) as a set of 8 tracks. (Diskette users may store 10 sets of CUSTOM TRACKS on a blank formatted diskette, saved as filenames 0-9).

### ***USING CHAMPIONSHIP SPRINT COURSE CONSTRUCTION***

This program is known as the TRACK EDITOR, and once it has loaded, you'll see a screen displaying a track with four boxed words across the top, and some designs down the right-hand side. An arrow, known as the CURSOR, may be seen on the screen, and moving the joystick in any direction moves the CURSOR in the same direction as the joystick.

The boxed words at the top of the screen are the key to the gameplay options – each word on the bar ('HAZARDS', 'ABILITY', 'SCREENS', 'OPTIONS') has a menu, listing options hidden behind it – these are called 'Pull Down Menus'. You will need to use them to make your gameplay selections – full details on how to use 'Pull Down Menus' and the other features of CHAMPIONSHIP SPRINT are described below.

### ***PULL-DOWN MENUS – AVAILABLE GAMEPLAY OPTIONS***

The following options are available on pull-down menus, 'hidden' behind four main categories at the top of the screen (see *Using Pull-Down Menus* below). The categories are 'HAZARDS', 'ABILITY', 'SCREENS' and 'OPTIONS', and associated options are:

<b>Hazards</b> –	WHIRLWIND GRAVEL WATER OIL	<b>Ability</b> –	SPANNERS DRONE SPEED
<b>Screens</b> –	NEXT CLEAR SET COURSE	<b>Options</b> –	SET KEYS SAVE LOAD SEE TILES

### **USING PULL-DOWN MENUS**

1. Move the CURSOR just beneath the word on the menu word you require ('HAZARDS', 'ABILITY', 'SCREENS', or 'OPTIONS'), and then move the CURSOR up as far as it will go. The CURSOR should now be over the menu word.
2. Press FIRE. A menu will appear with the options listed on it.
3. Move the joystick down again until a small coloured bar appears, highlighting the menu options. Move the joystick up or down until the joystick highlights the option you require.
4. Move the joystick left. On some options this will have no effect, but on others a number will appear for example, where the number '0' appears in association with the WHIRLWIND option, this means that this feature is in effect "turned off" and will not appear on the track being constructed. Simply move the joystick left or right until the desired number appears. On other options, pressing FIRE will activate that option (NEXT for example, will display the next TRACK).
5. Once you have completed altering the gameplay options, you may exit the pull-down menu by pushing the joystick as far up as it will go.

## **VIEW TRACKS/SELECTING A TRACK**

Select 'NEXT', listed upon the 'SCREENS' pull down menu. Pressing FIRE will cause the next TRACK (screen) to be displayed. CHAMPIONSHIP SPRINT can hold eight tracks in memory at once. To view the TRACKS, keep pressing FIRE.

## **CONSTRUCTING YOUR OWN TRACK/MODIFYING A TRACK**

1. Move the CURSOR to the right-hand portion of the screen (next to the TRACK) and you will see that it disappears! Just above centre of this right-hand side, is a small box. This is known as the TILE WINDOW, and the cursor is now behind this window. By moving the joystick up and down now, you will see that a selection of TRACK components, called TRACK TILES, move through the TILE WINDOW.
2. Position the TILE you require so that it is displayed within the TILE WINDOW.
3. Now move the CURSOR left and position it at the place upon the TRACK where you wish the TILE to go.
4. Press FIRE once, and the CURSOR will copy the TILE from the TILE window, replacing what was beneath upon the TRACK.
5. Repeat from 1 above until the track is to your satisfaction.
6. When you have edited all 8 TRACKS to your satisfaction, be sure to SAVE them onto *your own* data cassette (or your own data disk if you are using the disk version).

It should be noted that tracks need to be playable, as they are validated prior to a race, and so any blockage of the track, on any open edges (say, onto grass) will not be valid. Note also that BRIDGE TILES are two way (ie, cars are supposed to go over as well as under), and that RAMPS must be paired.



It should be noted that tracks need to be playable, as they are validated prior to a race, and so any blockage of the track, on any open edges (say, onto grass) will not be valid. Note also that BRIDGE TILES are two way (ie, cars are supposed to go over as well as under), and that RAMPS must be paired.

## **– HAZARDS –**

### **'OIL'/'WATER'/'GRAVEL'**

Listed on the 'HAZARDS' pull-down menu. For each you may choose a number between 0 and 4 by moving LEFT/RIGHT – this is the number of those items that will randomly appear in any one RACE around any TRACK. For example, if you set OIL to 3 then in any one race a total of 3 OIL slicks will be randomly placed around the TRACKS as obstacles.

### **'WHIRLWIND'**

Listed on the 'HAZARDS' pull-down menu. By moving LEFT/RIGHT you may select a number – either 0 or 1 – and this determines whether or not a WHIRLWIND will appear randomly throughout any RACE on any TRACK. Select 0 for no WHIRLWIND.

## **– ABILITY –**

### **'SPANNERS'**

Listed on the 'ABILITY' pull-down menu. You may select a number between 0 and 7 by moving LEFT/RIGHT. SPANNERS will be randomly put upon each TRACK as you RACE – players must try to collect them by driving over them. The number you select with this option is the number you require to collect in a RACE around any TRACK in order that you qualify for bonus 'extras' for your car.

### **DRONESPEED**

Listed upon the 'ABILITY' pull down menu. You may select a number between 0 and 5 by moving LEFT/RIGHT. This is the speed at which the DRONE (computer controlled) cars will race around the tracks. The higher the number, the faster it will complete the track. Remember, DRONE cars don't make mistakes. They can only be beaten by pure skill... or you setting this option to a really low number!

## **– SCREENS –**

### **NEXT**

Listed upon the 'SCREENS' pull down-menu. Press FIRE to display the next of 8 TRACKS (screens).

### **CLEAR**

Listed upon the 'SCREENS' pull down-menu. Press FIRE and the TRACK on screen will be erased, leaving a screen of trees!

### **SET COURSE**

Listed upon the 'SCREENS' pull-down menu. DRONE (computer-controlled) cars take the 'correct' route

around a TRACK in a RACE – this option determines that route. Before a race may be played, you must decide the route that all cars must race around the track in order to qualify for a complete LAP (most tracks feature junctions, and unless a valid direction is specified at each junction it is impossible to race). This is achieved by guiding an arrow around the track from the START GRID, through any junctions, until it reaches the START GRID once more. The route the arrow has taken comprises the required LAP for this track, hence when players race upon the track, they must follow the same route in order to stand a chance of winning.

1. Highlight this option on the pull-down menu and press FIRE
2. The arrow will appear upon the START GRID of the currently selected track. Press FIRE again and it will automatically move as far around the track as it can.
3. If/When the arrow reaches a junction where it may move in more than one direction, it will stop. At this point, you take manual control with the joystick and turn the arrow to *point in the direction* required at this junction.
4. Press the FIRE button to set the arrow in motion once again.
5. Repeat from item 3 until the arrow reaches the START GRID once again.
6. Ensure that you have used SET COURSE on all 8 tracks before you attempt to race any of them.

## **– OPTIONS –**

### **SET KEYS**

Listed in the 'OPTIONS' pull down-menu. Allows you to redefine the CONTROL keys.

## **SAVE**

Listed under the 'OPTIONS' pull down-menu.

- \* **Cassette Version:** Insert your own data cassette ready to store the 8 TRACKS for future usage.
- \* **Diskette version:** Insert your own data diskette ready to store the 8 TRACKS. You may store these as files 0 to 9 (selectable on this pull-down menu).

## **LOAD**

Listed under the 'OPTIONS' pull down-menu.

- \* **Cassette version:** Insert your own data cassette now, ensuring it is in the correct position for **LOADING** the 8 pre-saved TRACKS from.
- \* **Diskette version:** Insert your own data diskette now, and select a number from 0 to 9 as a file reference for loading a set of 8 pre-saved TRACKS.

## **SEE TRACKS**

Listed under the 'OPTIONS' pull down-menu. Displays all of the available TILES upon screen. Press FIRE to return to EDITOR.

## **USING CHAMPIONSHIP SPRINT RACING**

This program is based upon Atari Games original *Championship Sprint* arcade racing game. It's a race for CHAMPIONS! And what a challenge. To race and win eight different tracks – and if you use your own CONSTRUCTED tracks, you can race as many different combinations of eight tracks as you wish. As tricky or as trouble-free as you make them. It's really up to you!

### ***Cassette Version:***

After a short while, a MENU will be displayed, requesting you to "SELECT TRACKS NOW". Your choices are:

1. CHAMPIONSHIP TRACKS
2. CUSTOM TRACKS

If you select 1, you will RACE upon the 8 ready-made TRACKS. If you select 2, you will be able to RACE upon 8 TRACKS that you have designed using the *COURSE CONSTRUCTION EDITOR*, and you should insert *your own* TRACKS datacassette now, ensuring it is at the correct position for loading your TRACKS.

### ***Diskette Version:***

From the main menu, select either LOAD GAME if you wish to RACE the 8 ready made TRACKS, or LOAD CUSTOM TRACKS if you wish to RACE your own TRACKS designed with the EDITOR.

When you are ready to RACE, a menu is displayed with the numbers 1 to 2 listed.

To select the number of PLAYERS, press the 1 key until the screen displays the correct number.

Press 2 to START RACING!

A menu now shows a graphic outline of all eight tracks. Move the centre wheel to SELECT your TRACK, use LEFT and RIGHT as necessary.

## ***RULES OF THE TRACK***

You'll soon find yourself on the START GRID with the other competitors. Your aim is to be the first in the Winners Circle, on every TRACK, beating all of the others. To do this, you must be the first to complete four complete laps across the START GRID using the correct route. The DRONE (computer) cars are the trickiest of opponents, as they never make mistakes, but they can be beaten by skilful driving.

When racing, try to collect the SPANNERS that will randomly appear – collect the required number (as you preset in the EDITOR) and you can gain some valuable bonus extras for your car – these will help to give you an advantage against your competitors in the next race!

You control your car by pressing FIRE to accelerate, and by steering LEFT and RIGHT. To slow down, simply take your finger off the FIRE button.



## **CHAMPIONSHIP SPRINT SECTION C**

### **USING CHAMPIONSHIP SPRINT ON THE SINCLAIR SPECTRUM**

#### **CONTROL NOTES...**

The Spectrum version of CHAMPIONSHIP SPRINT may be played by up to two players, on joystick or keyboard. (See *QUICK REFERENCE GUIDE* for key usage). Spectrum owners may use Kempston or Sinclair joysticks.

#### **GETTING STARTED**

CHAMPIONSHIP SPRINT is split into two distinct sections – *CHAMPIONSHIP SPRINT RACING* and *CHAMPIONSHIP SPRINT COURSE CONSTRUCTION* – you will find them on either side of the cassette.

Eight ready-made TRACKS are provided for you to RACE on, and further sets of eight may be created by you using the *CONSTRUCTION* program, which is a TRACK EDITOR.

Create/Edit TRACKS using the *CONSTRUCTION* program, save them to your own cassette, and then load the *RACING* program, to play either the ready made TRACKS or your own pre-saved TRACKS!

#### **USING CHAMPIONSHIP SPRINT COURSE CONSTRUCTION**

This program is known as the TRACK EDITOR, and once it has loaded, you'll see a screen displaying a track with four boxed words across the top, and some designs down the right-hand side. An arrow, known as the CURSOR, may be seen on the screen, and moving the joystick in any direction moves the CURSOR in the same direction as the joystick.

A square box, known as the **CURSOR**, highlights part of the **TRACK**, and an **ARROW** may be seen within the **CURSOR**. Practice moving the **CURSOR** left and right by using the **O** and **P** keys, and up and down using the **Q** and **A** keys.

The **ICONS** at the side of the screen are the key to the gameplay options – each **ICON** has a gameplay option associated with it – full details on how to use the **ICONS** and the other **EDITOR** features of **CHAMPIONSHIP SPRINT** are described below.

### **USING ICONS**

1. Move the **CURSOR** as far **RIGHT** as it will go. The **CURSOR** will now highlight an **ICON** if you move it **UP** or **DOWN**.
2. Move the **CURSOR** to highlight the **ICON** you require, and then press **FIRE/SELECT**.
3. Some **ICONS** (such as **CONTROL**) will now give you options, listed in a small menu, move the highlight bar up and down using the **UP/DOWN** keys, and when your selection is highlighted, press **FIRE/SELECT**. Follow any additional instructions that may appear on screen, and/or refer to the notes below on **ICONS – USING GAMEPLAY OPTIONS**. To quit, simply return the highlight bar to the top of the menu, and press **FIRE/SELECT**.

Other ICONS (such as VIEW) will perform the required action and you are free to continue using the EDITOR, whilst others (such as HELP) will remain in that option until you press FIRE/SELECT.

## **CONSTRUCTING YOUR OWN TRACK/MODIFYING A TRACK**

1. Place the CURSOR on the track at the position you wish to start designing/modifying the track on screen, by moving LEFT, RIGHT, UP and DOWN.
2. Once the CURSOR is positioned press FIRE/SELECT and keep it pressed down; now use the UP and DOWN keys. This will cause a track TILE to appear on-screen where the CURSOR is.
3. When the TILE you wish to use is displayed, take your finger off FIRE/SELECT. You may now move the cursor to another part of the screen.
4. Repeat from 2 above until the track is to your satisfaction.
5. Repeat the above for all eight tracks, and then SAVE them to *your own* data cassette.

It should be noted that tracks need to be playable, as they are validated prior to a race, and so any blockage of the track, or any open edges (say, onto grass) will not be valid. Note also that BRIDGE tiles are two-way (ie, cars are supposed to go over as well as under), and that RAMPS must be paired.

## **ICONS – AVAILABLE GAMEPLAY OPTIONS**

The following options are available as ICONS:  
(ICONS described, with actual function in brackets beneath description)

4 arrows – (CONTROL)	allows you to redefine the keyboard CONTROL keys
HELP – (HELP)	an on-screen reminder of the ICON functions
Door – (EXIT)	Quits the EDITOR program
? – (VALIDATE)	Before RACING may begin, you must decide which route the cars must race around the TRACKS in order to qualify for a complete LAP (most tracks feature junctions, and unless a valid direction is specified at each junction it is impossible to race). This is achieved by guiding an arrow around the track from the START GRID, through any junctions, until it reaches the START GRID once more. The route the arrow has taken comprises the required LAP for this track, hence when players race on the track they must follow the same route in order to stand a chance of winning.

1. Highlight this ICON and press FIRE/SELECT.
2. The arrow will appear upon the START GRID of the currently selected track. Press FIRE/SELECT again and it will automatically move as far around the track as it can. During this time it will display a “?” symbol, showing that it is VALIDATING the track.
3. If/When the symbol reaches a junction where it may move in more than one direction, it will stop. At this point, you take manual control and turn the arrow to

*point in the direction required at this junction.*

4. Press the FIRE/SELECT to set the arrow in motion once again.
5. Repeat from item 3 until the arrow reaches the START GRID once again, and the letters "OK" are displayed in the upper right-hand corner of the screen.
6. Ensure that you have used VALIDATE on all 8 tracks before you attempt to race any of them.

EYE – (VIEW)	Shows all of the available TILES you may use in constructing your own TRACKS. Press FIRE/SELECT to return to EDITOR.
LEFT ARROW – (LAST)	The eight TRACKS are horizontally next to each other, with the EDITOR displaying the current one. This ICON allows you to select the TRACK to the left of the one on screen, so you may work upon that.
RIGHT ARROW – (NEXT)	Allows you to select the TRACK on the right of the one on screen
I – (INITIALISE)	Allows you to: <ul style="list-style-type: none"><li>* CLEAR all TILES from TRACK (screen) currently displayed and replace with GRASS or</li><li>* CLEAR all TILES from ALL 8 TRACKS (screens) and replace with GRASS or</li><li>* RESET current TRACK (screen) to it's original pre-edited state or</li><li>* RESET all 8 TRACKS to their original, pre-edited state</li></ul>
CHALK-BOARD – (CREDITS)	Credits
NO-ENTRY SIGN – (OBSTACLE)	* OIL/WATER/GRAVEL For each of the above you may choose a number between 0 and 4 by pressing FIRE/SELECT – this is the number of those items that will randomly appear in

any one RACE around any TRACK. For example, if you get OIL to 3, then in any one race a total of 3 OIL slicks will be randomly placed around the TRACKS as obstacles.

#### **\*WHIRLWINDS**

By pressing FIRE/SELECT you may select either Y or N – this determines whether or not a WHIRLWIND will appear randomly throughout any RACE on any TRACK. Select N for no WHIRLWIND.

#### **CASSETTE – (TAPE)**

Allows you to SAVE the current 8 TRACKS (screens) to your own data cassette for use with the RACING program, or to LOAD 8 pre-saved TRACKS from your own data cassette. SAVED TRACKS may be LOADED into the EDITOR again in future, or into *CHAMPIONSHIP SPRINT RACING* for competing on.

Before selecting either option, ensure that you remove the *CHAMPIONSHIP SPRINT* cassette from the tape recorder, and that your own data cassette it inserted at the correct position.



## **USING CHAMPIONSHIP SPRINT RACING**

This program is based upon Atari Games' popular *Championship Sprint* arcade racing game. It's a race for CHAMPIONS! And what a challenge! To RACE and win eight different TRACKS – and if you use your own CONSTRUCTED TRACKS, you can race as many different combinations of eight TRACKS as you wish. As tricky or as trouble-free as you make them. It's really up to you!

Once the program begins to load, the main screen will display black and white squares followed by a title page.

After a short while, a MENU will be displayed, requesting you to "SELECT TRACKS NOW". Your choices are:

1. CHAMPIONSHIP TRACKS
2. CUSTOM TRACKS

If you select 1, you will RACE upon the 8 ready made TRACKS. If you select 2, you will be able to RACE upon 8 TRACKS that you have designed using the *COURSE CONSTRUCTION EDITOR*, and you should insert your own TRACKS data cassette now, ensuring it is at the correct position for loading your TRACKS.

When you are ready to RACE, a menu is displayed with the numbers 1 to 4 listed.

To select the number of PLAYERS, press the 1 key until the screen displays the correct number.

To select the control method that will be used by PLAYER ONE and PLAYER TWO, press the 2 and 3 keys respectively, until the screen displays the desired control options.

A menu now shows a graphic outline of all eight tracks – you have several seconds to SELECT the TRACK you wish to begin RACING from. The highlighted TRACK is the one you will RACE, and to move the highlight to SELECT your TRACK, use LEFT and RIGHT as necessary.

## **RULES OF THE TRACK**

You'll soon find yourself on the START GRID with the other competitors. Your aim is to be the first in the Winners Circle, on every TRACK, beating all of the others. To do this, you must be the first to complete four complete laps across the START GRID using the correct route. The DRONE (computer) cars are the trickiest of opponents, as they never make mistakes, but they can be beaten by skilful driving.

When racing, try to collect the SPANNERS that will randomly appear – collect four and you can gain some valuable bonus extras for your car – these will help to give you an advantage against your competitors in the next race!

You control your car by pressing FIRE to accelerate, and by steering LEFT and RIGHT. To slow down, simply take your finger off the FIRE button.

CHAMPIONSHIP SPRINT  
from  
Atari Games Corp.  
presented by  
*Electric Dreams Software*

*The Champions...*

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CHAMPIONSHIP SPRINT

